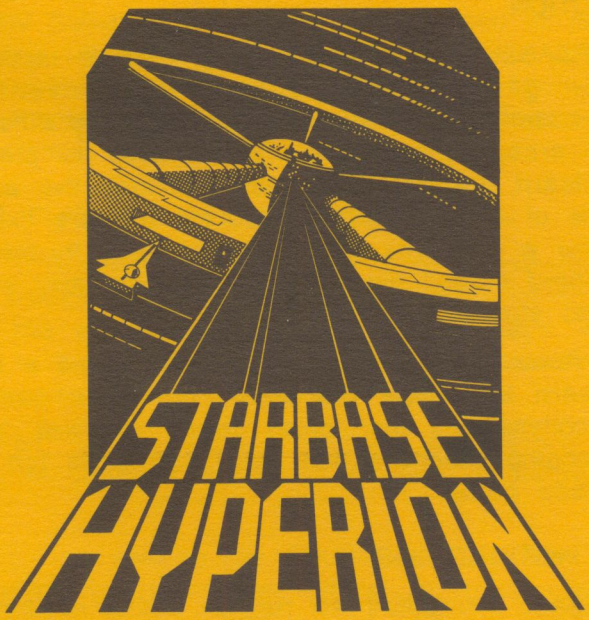

A Strategic Simulation Game
of War in the Far Future

By Don Ursem

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INTRODUCTION

STARBASE HYPERION is a single player tactical space simulation game. If this is your first adventure with computer-based simulation, you'll find it vastly different from the video arcade type games. You'll need to play several times to learn not only the rules but also the advantages and pitfalls of differing tactics. At first you are likely to get zapped after a few turns. Don't be too easily frustrated. Later, after you have studied the Battle Manual, you may try different tactics and survive longer.

The reward is that you'll enjoy each game a little more as you learn to handle the elements of the game. Soon, you'll be commanding your forces quickly and well, in intricate and challenging situations that many find more fun than any video arcade game.

LOADING INSTRUCTIONS

STARBASE HYPERION will run on a 24K or larger ATARI 400/800 computer. To run STARBASE HYPERION, be sure that the BASIC cartridge is installed.

Cassette Version: Turn the power off. Place the cassette in the Atari 410 recorder, rewind it, and press PLAY. While holding down the yellow START button, turn on the computer. You will hear a single beep that indicates the computer is ready to load. Press the RETURN key and the recorder will turn on and loading will begin. When loading is completed, the recorder will stop and STARBASE HYPERION's sign-on message will appear. You are now able to select the level of play and the opening scenario.

Diskette Version: Turn the power off. Insert the diskette into the Atari 810 disk drive. Close the disk door, and turn the disk unit on. Next turn on the computer, and STARBASE HYPERION will load automatically. When the sign-on message appears, you will be able to select the level of play and the opening scenario.

Note: STARBASE HYPERION is copy protected. You will not be able to make a duplicate copy using DOS. If your diskette fails within ninety days of the date of purchase, return it to Quality Software, and it will be replaced at no charge. If the diskette fails after ninety days from the date of purchase, you may return it along with $5 to Quality Software, and it will be replaced. This latter offer is subject to change without notice.

LEVEL OF PLAY AND OPENING SCENARIO

After STARBASE HYPERION has been successfully loaded, you may select the level of play and the opening scenario by using the yellow OPTION and SELECT keys. When you are ready to begin play, press the START button. These three keys have the following functions:

OPTION KEY - Pressing the OPTION key before the start of the game changes the level of play. Levels range from 1 to 6.

SELECT KEY - Pressing the SELECT key alters the opening scenario which determines the number of enemy combat units that are initially arrayed against the STARBASE and the day on which tactical support units will arrive. Once SELECT is pressed, the enemy squadrons will be configured, and enemy strength will be displayed, but play will not begin until you press START. By repeatedly pressing SELECT, you can see different scenarios randomly chosen at the same game level. The easier scenarios are the ones in which enemy fleet strength is relatively low, and your tactical reinforcements are due to arrive in only a few days. Press START when you are ready to play.

During the SELECT phase, you may also press OPTION to continue viewing different scenarios, but at a different game level. Since OPTION does not by itself reconfigure the enemy forces, you must press SELECT to actually see a new scenario at the new game level.

START KEY - Pressing the START key causes play to begin. The level of play cannot be altered during a game.

The setting for level of play controls or limits the heaviest class of enemy fleet units that may confront your STARBASE. Settings range from level 1 - fighter skirmish level (the easiest) to level 6 - full fleet attack level. In level 1, the enemy attack force will consist only of fighter squadrons; at level 2 it may include a mix of fighters and assault boats; at level 6 every class of enemy warship, including dreadnoughts and base ships may enter the fray.

No two games will be exactly alike, even at the same game level and scenario combination. This is because each enemy ship is randomly created, within scenario rules, so that two enemy fleets of the same overall combat strength may consist of differing mixes of warships.

We suggest that you start playing STARBASE HYPERION at level 1. If you note the fleet strength at the beginning, in subsequent games you can use SELECT to choose particular scenarios that seem suited to your current skill level. But don't get careless in your tactics; level 1 is not always easy - long range fighter swarms come in fast and can overwhelm a poorly defended STARBASE. Keep your shields up!

STARTING AND RESTARTING THE GAME

Upon pressing START, you will see the STARBASE scanner display begin to appear, vector by vector, on a violet background. At this point, you may wish to adjust the TINT and COLOR controls on your TV set so that the background appears to be violet and the display has the proper intensity. When the display of the vectors completes a full circle, the sequence of turns begins with day 1.

To restart the game at any time, press the yellow SYSTEM RESET button. This will not clear your computer, but will instead restart the program.

SCENARIO

By the thirty-seventh century, Human expansion had reached far across the Galaxy. Terran control had long ago overextended and collapsed in a series of bitter colonial wars. The original Home Worlds now forgotten, the loose Colonial Confederation stretched across the stars and reached ever outward to new frontiers.

Security of these frontier worlds was backed by Colonial Star Command (STARCOM) through a far flung network of military STARBASES. These provided automated shipyard and repair/resupply facilities, as well as a defensive strongpoint in each Colonial Sector. One such strongpoint was STARBASE HYPERION.

During the latter years of this century, first contact was made with probe fleets of the EMPIRE. The Gehelian Incident (562CD) with the loss of three trade ships, and an entire STARCOM patrol squadron including the cruiser Gehelian, marked the beginning of a long series of skirmish wars against this inimical non-human foe.

To prevent Hub World penetration by the robot-piloted Imperial battle fleets, STARCOM strategy was to hold them in a series of buffer zones, the Frontier world sectors. The Colonial STARBASES fell back to their defensive role, directing local fleet squadrons in holding actions wherever EMPIRE ships appeared. This tactic worked well, gaining the days or weeks needed for Colonial TAC fleet cruisers and battlestars to converge on the affected Sector.

Eventually, the EMPIRE understood this technique, and began using multi-wave attacks, with strong reinforcement fleets only days behind the initial contact force. If the secondary attack could overwhelm already weakened STARBASE defenses, TAC forces already enroute would emerge from subspace to find their refueling point destroyed or under enemy control and superior enemy fleet strength in position.

Unexpected however, was the vast defensive reserve of the Colonial STARBASE installations, and the tenacity of the Sector commanders, who time and again fought off all attacks until help could arrive.

While logic must grant credit for the continued successes to technological advantages of the STARBASE (the MULTI-LAYER SHIELD and the De Wahl Power Bank System which reforms stored energy to replace any desired material), there arose among the garrisons a fierce esprit de corps, which attributed success to the superiority of Human over Machine, and held that no STARBASE would ever give in to Imperial attack. Out of this came Standing Order 106, that any Commander allowing loss of a STARBASE would be broken from the Fleet...

Thus was the stage set when in 716CD EMPIRE ships again entered Colonial space, this time in Sector Hyperion. Unknown to STARCOM, this was to be no mere test of defenses. Selecting this Sector because of its distance from reinforcement, the EMPIRE attacked with the largest force ever seen. This was the first Cyborg Longrange Armada, an all-out attempt to smash through perimeter defenses and reach Hub worlds themselves. Eighteen Frontier worlds were overrun and captured before the first wave of the Imperials even hit any strong resistance. All that stood in their way was one Sector defense point -- STARBASE HYPERION. Against it, the EMPIRE unleashed a new weapon, the SHIELD WARP. The battle which followed wrote military history...

OBJECTIVES OF PLAY

At the beginning of play, initial ENEMY ship formations are deployed in space at varying distances from the STARBASE. The game proceeds for 15 turns, representing the 15 days required for STARCOM reinforcements to reach the Hyperion Sector. The enemy objective is to breach defenses and overwhelm the STARBASE. The Colonial STARBASE Commander's objective is to fight them off until help arrives.

VICTORY CONDITIONS

The Colonial side wins the engagement if it destroys all enemy forces in the area, or simply if the STARBASE is still operational after the 15th day.

EFFICIENCY RATINGS

There is no point scoring in this battle simulation since victory conditions are final. However, at the conclusion of each game, the STARBASE Commander receives a COMBAT RATING. The COMBAT RATING (0 to 100) is computed by taking the ratio (in percent) of enemy losses per Colonial unit risked in combat to the statistical counterpart for the Imperials. This result is multiplied by the number of days that the STARBASE was successfully defended and divided by 15, giving the COMBAT RATING. Likewise, the ratio of the number of energy units used by enemy forces to the total number of energy units used by both sides is computed to yield the Commander's EFFICIENCY RATING.

SEQUENCE OF TURNS (ONE TURN PER DAY)

Each game turn consists of six phases:

1. ENEMY SHIP MOVEMENT (computed). During this phase, enemy reinforcements and withdrawals are displayed followed by the convergence of enemy ships on the STARBASE.

2. STATUS AND TARGET DETECTION READOUT (computed). Status of all weaponry is reported. The graphic scanner display depicts the location of all ENEMY ships within 10 light-microns of the STARBASE. Long range probes (if any) report any enemy ships in range via graphic display and identification readout.

3. STARBASE ENERGY REDEPLOYMENT (player input). Available energy units may be used to deploy new or strengthened shield defenses, probes, power banks, and ships. This phase ends when less than 100 energy units remain undeployed, or as soon as any units are designated as RESERVE.

4. SHIP MOVEMENT (player input). If ships are deployed, the Commander may order them to maintain position or move to new coordinates within their range capability.

5. SHIP-TO-SHIP COMBAT (computed). If enemy and friendly ships are within effective combat range (within 20 degrees and one distance unit), ship to ship combat will occur. Two or more Colonial ships within effective combat range of an enemy vessel will join forces in a combined attack on that ship. Both sides simultaneously carry out attacks on each other and the results are displayed. Combat continues if other Colonial ships are within range of other ENEMY ships. If several ENEMY ships are within its range, a Colonial ship will engage each one of them in turn. This phase ends when every Imperial ship within range of Colonial forces has been engaged. If an Imperial Battle Map is recovered after an engagement, a second SHIP MOVEMENT phase occurs automatically. See the Starcom Battle Manual for more information on Battle Maps.

6. BASE DEFENSE (computed). In this phase Imperial ships within attack range may attempt to penetrate the STARBASE SHIELD defenses.

ENERGY DEPLOYMENT

On each game turn, the player is given the opportunity to deploy the ENERGY UNITS that are stored in the POWER RESERVE. At the beginning of the game, there are 2000 ENERGY UNITS in the POWER RESERVE. In response to the query

SELECT:

the player must type in the code number of the type of energy to be deployed followed by a RETURN, comma, or space. The table below gives the code for each of the five possible types of energy deployment:

CODE	TYPE OF ENERGY DEPLOYMENT
1	WARSHIPS
2	LONG RANGE PROBES
3	MULTI-LAYER SHIELDS
4	POWER BANKS
5	POWER RESERVE

Following selection of the type of energy deployment, the player must select the number of energy units to be deployed to the selected type. If 800 energy units are stored, the message

800 UNITS LEFT. DEPLOY HOW MANY:

will appear. The player must enter the number of units to be deployed to the selected type and follow the number by pressing RETURN.

A typical response to the request for deployment of ENERGY UNITS at the beginning of the game when 2000 units are available might be:

SELECT:1<CR>
2000 UNITS LEFT. DEPLOY HOW MANY:200<CR>

(<CR> stands for the RETURN keypress). This causes one Viper fighter to be launched.

SELECT:2<CR>
1800 UNITS LEFT. DEPLOY HOW MANY:300<CR>

The long range probes will be set to a range of 3 range units.

SELECT:3<CR>
1500 UNITS LEFT. DEPLOY HOW MANY:300<CR>

MULTI-LAYER SHIELDS will be built to a depth of three layers.

SELECT:4<CR>
1200 UNITS LEFT. DEPLOY HOW MANY:1000<CR>

Five Power Banks will be created that will generate 500 additional energy units for each succeeding day. At the conclusion of the above type of ENERGY deployment, 200 ENERGY UNITS will remain in the POWER RESERVE. To finish the deployment of ENERGY, any assignment to the POWER RESERVE will terminate the deployment phase. Thus,

SELECT:5<CR> or 5,

This selection causes all remaining ENERGY UNITS to be assigned to the POWER RESERVE and terminates the deployment phase.

In the deployment of ENERGY UNITS, the player should keep in mind the following points:

1. Any assignment to the POWER RESERVE terminates the deployment phase.
2. If you've entered one of the numbers and hit the RETURN key too soon, you can still recover. Simply press RETURN in response to DEPLOY HOW MANY:. This will cause 0 units of energy to be deployed to the selected type..
3. If the number of energy units that you assign to Code 1 (Warships) does not correspond to the number of energy units required to launch one of the available WARSHIP classes, then an unplanned ship may be launched. For example, if you select code 1 and assign 800 units of energy to it, you will launch a STARRANGER and a VIPER class fighter. Also energy may be wasted. For example if you select code 1 and assign 300 units of energy to it, you will launch a VIPER fighter and lose 100 units of energy.

ENERGY DEPLOYMENT: WARSHIPS

Energy RESERVE may be used to deploy five classes of Colonial warships:

CLASS	MOVEMENT FACTOR	COMBAT RATING	ENERGY NEEDED
VIPER FIGHTER	9	2	200
GOBLIN CLASS CORVETTE	6	5	400
STARRANGER LT CRUISER	4	8	600
STARSHIELD HVY CRUISER	4	12	1000
BATTLESTAR	3	28	1500

Up to 10 warships may be deployed at one time.

ENERGY DEPLOYMENT: LONG RANGE PROBES

LONG RANGE PROBES cost 100 energy units for each unit of Probe range. These are 'eyes' of the STARBASE. On each turn, they display the exact position and strength of each enemy ship within the Probe radius. For example, 600 energy units deployed to the Probes will provide coverage reaching out a distance of six light-microns in all directions from the STARBASE. The Probes will identify the enemy ship type, including whether or not it has SHIELD WARP capability, and combat rating. The standard graphic scan display, without the Probes being activated, shows Imperial and Colonial ship locations out to a range of 10 light-microns, but does not identify the Imperial ships as to combat rating or shield warp capability. In this display ships of DREADNOUGHT class and above are distinguished from ships of lesser combat rating by the use of different symbols. Refer to the Starcom Battle Manual for enemy ship descriptions.

Another use of LONG RANGE PROBES is that they may be detonated during an attack on the STARBASE. This detonation causes a radiation storm that can destroy an incoming enemy ship. See the section describing the SPECIAL COMMAND CHANNEL.

ENERGY DEPLOYMENT: SHIELDS

The MULTI-LAYER SHIELD is the main STARBASE defense against ship attack. Each layer costs 100 energy units to activate. The SHIELD remains in effect unless breached. Each layer reduces the combat rating of an attacking ship by two combat units. Thus a four layer SHIELD, under attack by an Imperial FIGHTER of combat strength two, would be partially penetrated, but would stop the attack and hold the enemy at level three. The SHIELDS are completely disabled by an attacking enemy ship with SHIELD WARPing capability.

ENERGY DEPLOYMENT: POWER BANKS

ENERGY UNITS are the basic building block of all defensive ordnance. They are produced by the De Wahl Power Banks within the STARBASE, stored in the POWER RESERVE, and may be used as needed on each turn to build any of the various classes of STARBASE weaponry, shields, and probes. The STARBASE itself replenishes a minimal support of 200 energy units per turn in addition to the energy produced by the Power Banks.

Each POWER BANK costs 200 energy units to initiate and adds 100 energy units to the POWER RESERVE on each turn thereafter unless damaged. Damaged power banks must be repaired by deploying some amount of energy to them on a later turn.

ENERGY DEPLOYMENT: POWER RESERVE

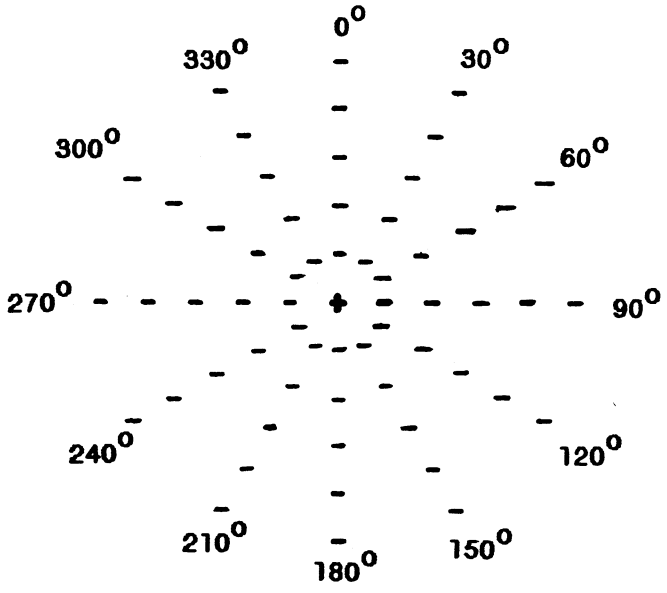
The POWER RESERVE retains any undeployed energy units between turns. It also governs the effectiveness of the defensive laser batteries. The RESERVE is the primary target of all enemy ground attacks, for if it should fall below zero, all STARBASE defenses will collapse.

MARK IX LASER BATTERIES are always in place. They are used in event of attack on the STARBASE. Their effectiveness is dependent on the amount of energy in the POWER RESERVE.

If the RESERVE reaches zero, the lasers will not operate. Each use of the lasers reduces the RESERVE power by 20 percent. If shield defenses are breached, a maximum 50 percent of available energy will be diverted to the laser defense line as a last ditch action.

SHIP MOVEMENTS

Ship movement takes place in a polar coordinate system. This is depicted on the graphic scanner display as an array of radar sweep vectors at 30 degree intervals, with the STARBASE at the center, and dots within each vector spaced two light-microns (range units) apart. The chart below provides an assist to the player in entering the angles required in placing his warships. Note that 0 degrees is up or North and that 90 degrees is to the right or East.



A typical ship movement is commanded by entering the desired target angle and range. For example, if the player responds to the query

```
WHAT ORDERS FOR THE FLEET
   FOR VIPERFIGHTER (9/2) at (0,1)?
    WHAT ANGLE:
```

with the input

```
120<CR>
```

and to the range query

```
    WHAT RANGE:
```

with the input

```
8<CR>
```

the ship located at angle 0 and distance 1 is directed to move first to angle 120 degrees and then out to 8 light-microns distance from the STARBASE. The ship will require one movement factor for each 30 degrees of angular change and then one movement factor for each unit of range change. Thus four units would be used in changing angles, leaving five units for range movement, because nine is the maximum move for a fighter. Thus, the ship will stop at range 6, short of its goal of range 8. The notation (9/2) following VIPERFIGHTER means that the fighter has a movement factor of 9 units and a combat rating of 2 units.

Enemy ships move in a similar manner up to their movement allowance.

Two special inputs are supported. Simply responding with carriage RETURN to both the ANGLE and RANGE queries causes the ship to standby at its current location. Entering 1<CR> to both ANGLE and RANGE queries causes the ship to converge to the same position that was previous ship's destination.

SHIP-TO-SHIP COMBAT

Warship combat occurs automatically wherever a Colonial ship is positioned within effective combat range of an enemy vessel. Two ships are within effective combat range if their angular coordinates differ by at most 20 degrees and their range coordinates differ by at most one range unit. Thus a BATTLESTAR at (90,5) could engage an enemy DREADNOUGHT at (110,6) or (70,4), but it could not engage an enemy at (90,7) or (60,5).

If two or more Colonial ships are within effective combat range of a single ship, they will combine in simultaneous attack. Combat will continue if any other enemy ships are within effective combat range.

Note that positions may appear close on the scanner display when ships are actually outside effective combat range. Always check the FLEET ORDER OF BATTLE and PROBE DISPLAY (if available) for the exact coordinates of your ships and enemy vessels.

DAMAGE

Ships can damage each other up to their combat rating. The combat rating of the damaged vessel is reduced by the number of hits on it. Damage is cumulative. If hits exceed the ship's current combat rating, the combat rating will go to zero or negative. If it goes negative, that ship will be destroyed.

REPAIR

Colonial ships can be repaired to their original combat ratings by bringing them home to the STARBASE dockyards (0,0). On the next turn, they can be sent out again.

Note that TAC reinforcement squadrons which arrive during the course of play arrive on the scene with their combat ratings at half-strength, due to energy depletion from their long journey to the Hyperion sector. They can be restored to normal combat readiness by the usual repair procedure, or they may be deployed immediately at half-strength.

Damaged Power Banks can be repaired by deploying additional energy units to them.

Imperial warships have no dockyard facilities nearby and therefore cannot be repaired. However, they may withdraw and be replaced by reinforcement units later in the game.

SPECIAL COMMAND CHANNEL (GREEN SCREEN)

A newly released STARCOM defense procedure has been added to STARBASE HYPERION. At critical points in the game, either when ship to ship combat occurs, or when attacking vessels penetrate the STARBASE defense screens, the SPECIAL COMMAND CHANNEL will be momentarily activated, and the scanner display will turn from violet to green. If while it is green you are fast enough to press keys 1, 2, or 3, you can take advantage of emergency combat procedures:

(1) Generate radiation storm by detonating probes
(2) Crosslink space drives to main gun batteries, increasing firepower at the expense of propulsion
(3) Evasive attack: hit and run

You will quickly discover which procedure is appropriate in a given situation. Since these are combat expedient emergency procedures, using them may also cause some penalties.

TACTICS

As you can see, there are a great many tactics that may be used in defending STARBASE HYPERION. You are fortunate in having prior to Day 1, the latest release of the STARCOM BATTLE MANUAL containing up to date intelligence reports. Use it well, Commander...

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